PSYC 342: Computer Applications in Psychology

Spring 2013

Instructor

David M. Lane

Course Content

This course covers the use of computers in psychological research. The focus will be on using HTML5 and JavaScript programming for (a) designing and running web-based psychology experiments and (b) creating interactive online surveys. Topics will include using audio and video in experiments and surveys, collecting and saving data, randomizing stimuli and assignment of subjects to conditions, and reaction time experiments.

Prerequisites

There are no pre-requisites. No prior computer programming experience is necessary.

Textbook

There is no textbook. However, you will find it helpful to consult the w3schools website (http://www.w3schools.com) which contains excellent online tutorials. You may want to order the optional text book Javascript: A Beginner's Guide, 3rd Edition by John Pollock. It doesn't cover HTML5 but is excellent for the basics.

Assignments

There will be weekly assignments.

Projects

The major work for the course is to create an online study that can collect and store data. You should decide on your project in the first half of the semester. All projects must be approved by me in advance.

Exam

There will be a take-home final exam. The final will be designed to make sure you have mastered the basic concepts. It will not require substantial programming or contain difficult programming problems. The major programming assignment is the project.

Grading

Homework 15%
Final 15% (You must pass the final to pass the course!)
Project 70%

Disabilities

Any student with a documented disability needing academic adjustments or accommodations is requested to speak with me during the first two weeks of class. All discussions will remain confidential. Students with disabilities will need to also contact Disability Support Services in the Ley Student Center.